

# Curriculum Vitae

**André Melzer**, PhD (Dr. rer. nat.)

Psychologist (Diplompsychologe, German Diploma)

*Current academic position:* Assistant Professor in Psychology

*Current affiliation:* Université du Luxembourg  
Department of Behavioural and Cognitive Sciences  
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## Employment History

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- 4/2020 – present     **Deputy head of Institute of Health and Behaviour**, part of the Department of Behavioral and Cognitive Sciences, Faculty of Humanities, Education and Social Sciences (FHSE), UL, Luxembourg.
- 8/2018 – present     **Assistant Professor in Psychology**, FHSE, Université du Luxembourg (UL), Luxembourg.
- 9/2017 – present     **Study programme director BA in Psychology** (Bachelor of Science in Psychology—BAP), FHSE, UL, Luxembourg.
- 7/2013 – 8/2017     **Deputy study programme director BA in Psychology** (BAP), FHSE, UL, Luxembourg.
- 1/2012 – 7/2018     **Senior Lecturer in Psychology**, *Institute for Health and Behaviour* (Director: Prof C. Vögele), *Integrative Research Unit on Social and Individual Development* (former research unit INSIDE, Director: Prof D. Ferring<sup>†</sup>) as part of the FHSE, UL, Luxembourg.
- 11/2008 - present     **Head of laboratory** *Media and Experimental Lab (MExLab)*, INSIDE / FHSE, Campus Belval, UL, Luxembourg.
- 4/2008 – 12/2011     **Postdoctoral researcher** (Assistant chercheur), research axis *Health Promotion and Aggression Prevention* (Coordinator: Prof G. Steffgen), INSIDE, FHSE, UL, Luxembourg.
- 5/2003 – 3/2008     **Research associate (Post-Doc)**, *Institute for Multimedia and Interactive Systems (IMIS)*, Faculty of Technology and Natural Sciences, University of Lübeck, Germany.
- 3/2003 – 4/2003     **Research associate (Post-Doc)**, *Kompetenz Zentrum Electronic Business (CEB)*, University Trier, Germany.
- DFG (German Research Foundation) research project: *Empirische Prüfung der Benutzerfreundlichkeit von Online-Shopping-Systemen* [Empirical analysis of the usability of online-shopping systems].
- 3/2002 – 12/2002     **Research associate (Post-Doc)**, CEB, University Trier, Germany.
- Research project: *Empirische Prüfung der Benutzerfreundlichkeit von Online-Shopping-Systemen* [Empirical analysis of the usability of online-shopping systems].
- 3/2000 – 2/2002     **Research associate**, *General Psychology and Work Psychology*, Heinrich-Heine-University Düsseldorf, Germany (7/2001 – 2/2002), and *General Psychology and Cognitive Psychology*, University Trier, Germany (3/2000 – 6/2001).

- DFG research project: *Prüfung von Modellen über inhibitorische Mechanismen selektiver Aufmerksamkeit in der akustischen Modalität* [Testing models of inhibitory mechanisms of selective attention in the acoustic modality].
- 1/1996 – 2/2000      **Research associate**, *General Psychology and Cognitive Psychology*, University Trier, Germany.
- DFG research project: *Räumliche Repräsentationen und Handlungen* [Spatial representations and actions].
  - DFG research project: *Die Unterscheidung von Routen- und Überblickswissen* [On the distinction between route knowledge and survey knowledge].
  - DFG research project: *Implizite Behaltensphänomene beim visuellen Vorstellen* [Implicit memory and mental imagery].

## Academic Qualification

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- 8-9/2007      **Internship:**  
*Aggression Research Group* (Prof. L. Rowell Huesmann, PhD), *Research Center for Group Dynamics*, Institute for Social Research, University of Michigan, Ann Arbor, MI.
- 2/2002      **PhD Psychology** (Doktor der Naturwissenschaften - Dr. rer. nat.) [PhD, doctor of natural sciences], **dissertation** [doctoral thesis]: *Von roten Autos und blauen Töpfen: Farbinformationen in impliziten und expliziten Gedächtnistests* [On red cars and blue pots: Color information in implicit and explicit memory tests], University Trier, Germany. Grading: *summa cum laude*. Supervisors: Prof W. Wippich & Prof K.-F. Wender
- 12/1995      **Diploma Psychology:** Graduation [German diploma], University Trier, Germany. Grading: *sehr gut* (Ø 1.38) [equivalent to "A"]  
 Diploma thesis: *Implizite und explizite Erinnerungen an neue Assoziationen: Eine neuropsychologische Studie* [Implicit and explicit memory for new associations: A neuropsychological study], University Trier, Germany. Supervisor: Prof W. Wippich, University Trier
- 7-9/1992      **Internship:**  
 Internship as part of the study of Psychology at Hardtwaldklinik I, Bad Zwesten, Germany: Abteilung Neuropsychologie [Neurological Clinic].
- 10/1988      Study of Psychology at the University Trier, Germany.

## Professional Memberships

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- 2021 – present      *Member of the Editorial Board*, Journal of Media Psychology
- 2014 – 2018      *Council Member*, International Society for Research on Aggression (ISRA)
- 2013 – present      International Communication Association (ICA)
- 2010 – present      Association for Psychological Science (APS)
- 2009 – present      International Society for Research on Aggression (ISRA)
- 2008 – present      Deutsche Gesellschaft für Psychologie (DGPS), Fachgruppe Medieninformatik & Fachgruppe Sozialpsychologie [German Psychological Society, Media Psychology division & Social Psychology division]
- 2006 – present      *Working Group 14.4 "Games and Entertainment Computing"* (IFIP Technical Committee 14 "Entertainment Computing")
- 2006 – 2015      Gesellschaft für Informatik (GI) [German Society for Computer Science]

## PhD Supervision and PhD Committee Memberships

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1/2022 – present	Martin Delhove, M.Sc.: <i>“Violent video game use and aggression: moving beyond the debate”</i> , Leopold-Franzens-University Innsbruck, Austria.
1/2022 – present	Gary L. Wagener, M.Sc.: <i>“Video game effects on stress levels and the moderating role of personality factors”</i> , Université du Luxembourg.
10/2019 – present	Claire van Duin, M.Sc.: <i>“The effect of electronic media communication on the health, health behavior and social relationships of adolescents”</i> , Université du Luxembourg.
4/2019 – present	Martha Fernandez de Henestrosa, M.Sc.: <i>“New developments of the job demands-resource model”</i> , Université du Luxembourg.
2/2019 – present	Miriam-Linnea Hale, M.Sc.: <i>“From stereotypes to hostile sexism – A psychological analysis of conceptions about gender”</i> , Université du Luxembourg.
4/2018 – present	Elisabeth Holl, M.A.: <i>“Video games and moral adjustment”</i> , Université du Luxembourg.
1/2018 – 6/2021	Djenna Hutmacher, M.Sc.: <i>“Contribution of physical education to physical activity motivation”</i> , Université du Luxembourg. Dr Hutmacher now works at Elisabeth, Social Services in Luxembourg. RG 4,33
7/2015 – 6/2018	Philipp Sischka, Dipl.-Soz.: <i>“Workplace bullying: Validation of a measurement and the role of competition, passive-avoidant leadership style, psychological contract violation and basic need frustration”</i> , Université du Luxembourg. Dr Sischka now works as Research Scientist at UL. <i>h</i> = 8, RG 14.63
2/2015 – 1/2018	Jory Deleuze, M.A.: <i>“Disentangling the psychological processes underlying the problematic use of online video games”</i> , Université catholique de Louvain, Belgium. Dr Deleuze now works as Psychological Coordinator in the Department of Clinical Research & Scientific Publication, Namur, Belgium. <i>h</i> = 13, RG 23.93

## Ad-hoc Reviewer (Research grants)

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- Fonds zur Förderung der wissenschaftlichen Forschung (FWF; Austria)
- Social Sciences and Humanities Research Council of Canada
- Studienstiftung des deutschen Volkes (Germany)
- The Netherlands Organisation for Scientific Research (NWO), Social Sciences and Humanities Domain

## Ad-hoc Reviewer (Peer-reviewed Journals)

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Aggressive Behavior	Journal of Adolescent Health
Communication Research	Journal of Applied Social Psychology
Computers in Human Behavior	Journal of Family Communication
Cyberpsychology, Behavior, and Social Networking	Journal of Media Psychology
Cyberpsychology: Journal of Psychosocial Research on Cyberspace	Quarterly Journal of Experim. Psychology
Entertainment Computing	Personality and Social Psychology Bulletin
European Journal of Social Psychology	Psychology of Popular Media
International Journal of Psychology	Psychology of Violence
Journal of Abnormal Child Psychology	Social Psychology and Personality Science Societies

## Grants, Fundings, and Awards

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- 2022 **Grant (111,021 EUR)**; Research project *Zwischenbewertung (Halbzeitbewertung) des Nationalen LGBTI-Aktionsplans (PAN LGBTI)* [Interim evaluation (mid-term review) of the National LGBTI Action Plan (PAN LGBTI)], Ministère de la Famille, de l'Intégration et à la Grande Région [Luxembourgish Ministry for Family, Integration and the Greater Region], Grand Duchy of Luxembourg.
- 2020 **Grant (9,000 EUR)**; Project partner in HORIZON 2020 project "Children Online: Research and Evidence (CO:RE)", European Commission.
- 2019 **Grant (204,946 EUR)**; Funding of PhD position M.-L. Hale "*From stereotypes to hostile sexism – A psychological analysis of conceptions about gender*", Ministère de l'égalité des chances entre les femmes et les hommes [Luxembourgish Ministry of Equal Opportunities for Women and Men], Grand Duchy of Luxembourg.
- 2018 **Grant (39,728 EUR)**; Research project *Geschlechterbezogene Rollen und Geschlechterstereotype bei Kindern und Jugendlichen in Luxemburg* [Children and adolescents' gender-related roles and stereotypes], Ministère de l'égalité des chances entre les femmes et les hommes [Luxembourgish Ministry of Equal Opportunities for Women and Men], Grand Duchy of Luxembourg.
- 2016 **Award**: Hennicot-Schoepges award for Excellence in Teaching 2014/2015, Faculty of Language and Literature, Humanities, Arts and Education, University of Luxembourg.
- Lecture trip funding (1,200 EUR)**; EU Erasmus+ Staff Mobility Programme: University of Akureyri, Iceland.
- 2013 – 2015 **Grant (177,197 EUR)**; Research project *Stereotype Geschlechterrollen in den Medien (SGM)* [Stereotypical gender roles in the media], Ministère de l'égalité des chances [Luxembourgish Ministry of Gender Equality], Grand Duchy of Luxembourg.
- 2012 **Grant (13,750 EUR)**; Expert contribution to "Analyse des Effizienzforschungsansatzes Deep Impact für Out-of-Home Werbekampagnen durch Erfassen impliziter Informationen" [Analysis of the Deep Impact approach aimed at measuring the efficiency of out-of-home advertising using implicit information], Ströer Media Deutschland GmbH, Köln.
- 2009 – 2012 **Grant (380,000 EU)**; internal funding of the Université du Luxembourg; Research project *Preventing violence and aggressive behaviour in children and adolescents using interactive media instruments: an international research project (PREVAMI)*; together with Prof. Dr. G. Steffgen, University of Luxembourg.
- 2010 – 2011 **Grant (2,500 EUR)**; European Commission (Safer Internet Programme): Luxembourgish-speaking researcher for the 2<sup>nd</sup> assessment of the implementation of the Safer Social Networking Principles for the EU.
- 2010 **Grant (13,900 EUR)**; Expert contribution to the "Bahnhofs-Feldstudie – Wahrnehmen und Erinnern von Plakatwerbung im Werbeumfeld Bahnhof" [Train station field study - Perception and memory for poster advertising in train stations], Ströer Media Deutschland GmbH, Köln.
- 2009 – 2010 **Grant (2,450 EUR)**; European Commission (Safer Internet Programme): Luxembourgish-speaking researcher for the assessment of the implementation of the Safer Social Networking Principles for the EU; together with Prof. Dr. G. Steffgen, Université du Luxembourg.
- 2007 **Lecture trip funding (1,250 EUR)**; German Research Foundation (DFG): University of Michigan, Ann Arbor, MI; University of Arizona, Tucson, AZ, USA.
- Outstanding Paper Award IADIS International Conference on Cognition and Exploratory Learning in the Digital Age**: A. Melzer, L. Hadley, M. Glasemann, S. Werner, T. Winkler & M. Herczeg (2007): *Using iterative design and development for mobile learning systems in school projects*.

2003-2005      **DFG** research project *Empirische Prüfung der Benutzerfreundlichkeit von Online-Shopping-Systemen* [Empirical analysis of the usability of online-shopping systems] to K.-F. Wender, University Trier (funded position *ad personam* A. Melzer, also co-author of the grant proposal).

## Teaching Experiences

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### **UNIVERSITY OF LUXEMBOURG:**

#### **Doctoral School of Humanities and Social Sciences:**

- **Seminar:** Media Use and Effects – A Multidisciplinary Perspective (EN)

#### **Master of Science in Psychology: Psychological intervention**

- **Seminar:** Media Psychology: Theories and Applications (EN)

#### **Bachelor of Science in Psychology**

- **Lecture:** Psychologie studieren [Introduction to the Study of Psychology]
- **Lecture:** Sozialpsychologie III – Soziale Kognition [Social Psychology III – Social Cognition]
- **Lecture:** Sozialpsychologie II – Spezielle Themen und Anwendung [Social Psychology II – Selected Topics and Application]
- **Seminar:** Einführung in die Medienpsychologie [Introduction to Media Psychology]
- **Seminar:** Wissenschaftliches Arbeiten [Research Tools]
- **Seminar:** Experimentalpraktikum [Practical Training in Experimental Psychology]
- **Seminar:** Wissenschaftliches Schreiben [Academic writing]
- **Seminar:** Kolloquium Bachelorarbeit [Colloquium bachelor thesis]

#### **Master in Information System Security Management**

[Professional Master 2 – lifelong learning]

- **Seminar:** Human risks (EN)

### **UNIVERSITY OF LÜBECK (Germany):**

**Medieninformatik (Diploma), Fachbereich Informatik** [Media Design and Computer Science, Faculty of Computer Science]

- **Lecture:** Psychologische Grundlagen der Medieninformatik [Psychological Foundations of Digital Media]
- **Lecture:** Wahrnehmungs- und Kognitionspsychologie [Perception and Cognition]
- **Lecture:** Arbeits- und Medienpsychologie [Work Psychology and Media Psychology]
- **Lecture:** Hypermedia-Systeme [Hypermedia Systems]
- **Seminar:** Entertainment Computing
- **Seminar:** Anleitung zum wissenschaftlichen Arbeiten [Basic Elements in Scientific Work and Research]

### **UNIVERSITY TRIER (Germany):**

**Psychologie (Diploma)** [Psychology]

- **Seminar:** Experimentalpsychologisches Praktikum [Practical Training in Experimental Psychology]

# Publications

## Monographs and Book Chapters

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- 2022 Hale, M.-L., Holl, E., & Melzer, A. (in press). Geschlechterbezogene Rollen und Stereotype und ihre Auswirkungen auf das Leben Jugendlicher und junger Erwachsener. In H. E. Willems & R. Samuel (Hrsg.), *Gesundheit, Wohlbefinden und gesundheitsrelevantes Verhalten im Jugendalter – interdisziplinäre Perspektiven, empirische Befunde, handlungsfeldbezogene Ansätze und internationale Perspektiven*. Springer.
- Hale, M. & Melzer, A. (in press). #LearningGender - Media representations of gender and their effects on gender socialization. In S. Kerger & L. Brasseur (Eds.), *Gender and education in Luxembourg and beyond: Local challenges and new perspectives*. Melusina Press.
- 2021 Holl, E., & Melzer, A. (2021) Kill or spare – moral decision-making in video games. In J. Baalsrud Hauge, J. C. S. Cardoso, L. Roque, & P.A. Gonzalez-Calero (Eds.), *Entertainment Computing – ICEC 2021* (pp. 88-99). Lecture Notes in Computer Science, vol 13056. Springer. [https://doi.org/10.1007/978-3-030-89394-1\\_7](https://doi.org/10.1007/978-3-030-89394-1_7)
- Melzer, A. & Holl, E. (2021). Players' moral decisions in virtual worlds: Morality in video games. In P. Vorderer & C. Klimmt (Eds.), *The Oxford Handbook of Entertainment Theory* (pp. 671-689). Oxford University Press.
- Melzer, A. & Holl, E., & Hale, M.-L., Schatto-Eckrodt, T. & Frischlich, L. (2021). Mediennutzung und Medienwirkung in Zeiten der Pandemie. In C. Benoy (Hrsg.), *COVID-19 – Ein Virus nimmt Einfluss auf unsere Psyche* (2. Aufl.), S. 95-108. Kohlhammer.
- 2020 Holl, E., Hale M.-L., & Melzer, A. (2020). Corona and the media. In G. Mein & J. Pause (Eds.), *The Ends of Humanities - Volume 2: Self and Society in the Corona Crisis. Perspectives from the Humanities and Social Sciences*. Melusina Press. <https://doi.org/10.26298/607z-rt92>
- Melzer, A. (2020). Von Pong zur Panik? Videospiele als gesellschaftlich relevantes Forschungsthema. In W. Amann & H. Sieburg (Hrsg.), *Spiel-Werke. Perspektiven auf literarische Spiele und Games*, S. 183-204. transcript-Verlag.
- Melzer, A. & Holl, E., & Hale, M.-L. (2020). Mediennutzung in den Zeiten von Pandemie und Lockdown. In C. Benoy (Hrsg.), *COVID-19 – Ein Virus nimmt Einfluss auf unsere Psyche*, S. 112-121. Kohlhammer.
- 2019 Melzer, A. (2019). Of princesses, paladins, and player motivations: Gender stereotypes and gendered perceptions in video games. In D. Pietschmann, B. Liebold, B. Lange & J. Breuer (Eds.), *Evolutionary psychology and digital games. Digital hunter-gatherers* (pp. 205-220). Routledge.
- 2014 Happ, C. & Melzer, A. (2014). *Empathy in violent video games*. Macmillan.
- Happ, C., Melzer, A. & Steffgen, G. (2014). Gewalthaltige Computerspiele. In T. Porsch & S. Pieschl (Hrsg.), *Neue Medien und deren Schatten* (S. 191-218). Hogrefe.
- Melzer, A. (2014). Mediennutzung und Medienwirkung. In G. Steffgen, G. Michaux & D. Ferring (Hrsg.), *Psychologie in Luxemburg. Ein Handbuch* (S. 254-260). Luxemburg.
- Steffgen, G. & Melzer, A. (2014). Bachelor académique en Psychologie. In G. Steffgen, G. Michaux & D. Ferring (Hrsg.), *Psychologie in Luxemburg. Ein Handbuch* (S. 135-140). Editions Guy Binsfeld.
- 2013 Melzer, A. (2013). Spielen mit Gewalt – Gewalt in digitalen Spielen. In C. Gudehus & M. Christ (Hrsg.), *Gewalt. Ein interdisziplinäres Handbuch* (S. 289-294). J.B. Metzler.
- 2012 Scientific Program Committee and Organization Committee (Eds.) (2012). *XXth ISRA World Meeting 2012 at the University of Luxembourg. Abstract Book*. Université du Luxembourg.
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- 2011 Happ, C., Melzer, A., & Steffgen, G. (2011). Bringing empathy into play: On the effects of empathy on violent and nonviolent video games. In J. Anacleto, S. Fels, N. Graham, B. Kapralos, M. Saif El-Nasr, & K. Stanley (Eds.), *Entertainment Computing – ICEC 2011, LNCS 6972*. pp. 371-374. Springer.
- 2010 Melzer, A., Derks, I., Heydekorn, J. & Steffgen, G. (2010). Click or strike: Realistic versus standard game controls in violent video games and their effects on aggression. In H. S. Yang et al. (Eds.), *ICEC 2010, LNCS 6243*. pp. 171-182. Springer.
- Melzer, A., Happ, C., & Steffgen, G. (2010). Violence for the masses: The impact of violence in electronic mass media. In M. Herzog-Evans (Ed.), *Transnational criminology manual* (pp. 701-718). Wolf Legal Publishers.
- Melzer, A., Kindsmüller, M. C. & Herczeg, M. (2010). Audioworld: A spatial audio tool for acoustic and cognitive learning. In R. Nordahl et al. (Eds.), *HAID 2010, LNCS 6306*, pp. 46–54. Springer.
- Steffgen, G., Pfetsch, J., König, A. & Melzer, A. (2010). Effects of traditional bullying and empathy on cyberbullying. In R. Zukauskiene (Ed.), *Proceedings of the XIV European Conference on Developmental Psychology ECDP*, pp. 4751-4780. Medimond.
- 2008 Kindsmüller, M.C., Melzer, A. & Mentler, T. (2008). Online communities and online community building. In M. Khosrow-Pour (Ed.), *Encyclopedia of Information Science and Technology* (2<sup>nd</sup> Ed.) (pp. 2899-2905). Information Science Publishing.
- Melzer, A., Bushman, B. J. & Hofmann, U. G. (2008). When items become victims: Brand memory in violent and nonviolent games. In S. M. Stevens & S. Saldamarco (Eds), *ICEC'08, LNCS 5309* (pp. 11-22). Springer.
- 2007 Melzer, A. (2007). *Farbe erinnern. Farbinformationen in impliziten und expliziten Gedächtnistests*. [Remembering color. Color in implicit and explicit tests of memory.] VDM Verlag.
- Melzer, A., Hadley, L., Glasemann, M., Werner, S., Winkler, T., & Herczeg, M. (2007). Using iterative design and development for mobile learning systems in school projects. In Kinshuk, D.G. Sampson, J.M. Spector & P. Isaías (Eds.), *Proceedings of ICEC CELDA 2007* (pp. 65-72). IADIS Press.
- 2006 Melzer, A., Herczeg, M. & Jeskulke, O. (2006). Interaction and participation in radio plays: a novel approach to an old medium. In R. Harper, M. Rauterberg, & M. Combetto (Eds.): *ICEC 2006, LNCS 4161* (pp. 69-80). Springer.
- Melzer, A., Hadley, L., Glasemann, M. & Herczeg, M. (2006). The Moles and Mini Moles software system: Ariadne's thread between indoor and outdoor learning experiences. In P. Isaías, P. Kommers, & I. A. Sanchez (Eds.), *Proceedings of Mobile Learning 2006* (pp. 73-80). IADIS Press.
- Melzer, A., Jeskulke, O. & Herczeg, M. (2006). Hören und Handeln: Die interaktive Hörspielumgebung TAPE-Player. [Hearing and acting: the interactive radio play environment TAPE-Player.] In A. M. Heinicke & H. Paul (Hrsg.), *Mensch und Computer 2006: Mensch & Computer im StrukturWandel* (S. 263-272). Oldenbourg Verlag.
- 2005 Melzer, A., Hadley, L., Winkler, T. & Herczeg, M. (2005). Developing, implementing, and testing mixed reality and high interaction media applications in schools. In Kinshuk, D. G. Sampson, & P. Isaías (Eds.), *Proceedings of CELDA 2005* (pp. 123-130). IADIS Press.
- Melzer, A., Hadley, L. & Herczeg, M. (2005). Evaluation of a mixed-reality and high interaction media project in the classroom: strategies and methods. In P. Kommers & G. Richards (Eds.), *Proceedings of ED-MEDIA 2005, Montréal, Canada*. (pp. 3984-3991). AACE Press.
- Hoffmann, P., Nothdurft, T., Melzer, A. & Herczeg, M. (2005). Live anaglyphic camera recordings: a software system for real-time recording of stereoscopic image-sequences and videos. In P. Kommers & G. Richards (Eds.), *Proceedings of ED-MEDIA 2005 Montréal, Canada* (pp. 4259-4264). AACE Press.
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- 2002 Melzer, A. (2002). Von roten Autos und blauen Töpfen: Farbinformationen in impliziten und expliziten Gedächtnistests. Dissertation. [On red cars and blue pots: color information in implicit and explicit memory tests.] *Unpublished Dissertation*. Trier: Universitätsbibliothek. <http://ubt.opus.hbz-nrw.de/volltexte/2004/191/>.
- 2000 Melzer, A. & Wippich, W. (2000). Effects of color in implicit memory. *Consciousness and Cognition. Proceedings of ASSC4: The Fourth Meeting of the Association for the Scientific Study of Consciousness - The Unity of Consciousness: Binding, Integration, and Dissociation*, 9(2). 47.
- Wagener, M., Mecklenbräuker, S., Wippich, W., Saathoff, J. & Melzer, A. (2000). Preparing a cup of tea and writing a letter: Do script-based actions influence the representation of a real environment? In C. Freksa, C. Habel, & K.-F. Wender (Eds.): *Spatial Cognition II: An interdisciplinary approach to representing and processing spatial knowledge* (pp. 363-386). Springer.
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### Peer Reviewed Journal Articles

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- 2022 Fernandez de Henestrosa, M., Billieux, J., & Melzer, A. (in press). Players' values, psychological needs and well-being: Exploring the role of Battle Royale video games through the lens of the Self-Determination Theory. *Games and Culture*.
- Holl, E., & Melzer, A. (in press). Moral minds in gaming – A quantitative case study of moral decisions in Detroit: Become Human. *Journal of Media Psychology*. Advance online publication. <https://doi.org/10.1027/1864-1105/a000323>
- Holl, E., Steffgen, G., & Melzer, A. (in press). To kill or not to kill – An experimental test of moral decision-making in gaming. *Entertainment Computing*. Advance online publication. <https://doi.org/10.1016/j.entcom.2022.100485>
- Hutmacher, D., Eckelt, M., Bund, A., Melzer, A., & Steffgen, G. (2022). *Mindfulness extends the trans-contextual model for autonomous motivation in physical education and leisure time*. [Manuscript submitted for publication]. Department of Behavioural and Cognitive Sciences, University of Luxembourg.
- Kakoschke, K., Hale, M.-L., Sischka, P. E., & Melzer, A. (2022). *Meatless masculinity: Motives of males following a vegan or vegetarian diet and their attitudes towards gender roles*. [Manuscript submitted for publication]. Department of Behavioural and Cognitive Sciences, University of Luxembourg.
- Wagener, G. L., Felten, A., & Melzer, A. (2022). *The Hormones of "Dark" Personalities: Dark Tetrad and violent gaming effects on aggression, cortisol and testosterone levels*. [Manuscript submitted for publication]. Department of Behavioural and Cognitive Sciences, University of Luxembourg.
- Wagener, G. L., & Melzer, A. (2022). *Violence in video games influences affect but has no generalized desensitizing effect on pain-related responses*. [Manuscript submitted for publication]. Department of Behavioural and Cognitive Sciences, University of Luxembourg.
- 2021 Sischka, P., Melzer, A., Schmidt, A. F., & Steffgen, G. (2021). Psychological contract violation or basic need frustration? Psychological mechanisms behind the effects of workplace bullying. *Frontiers in Psychology – Organizational Psychology*. <https://www.frontiersin.org/articles/10.3389/fpsyg.2021.627968/full>
- Tiemann, A., Melzer, A. & Steffgen, G. (2021). Nationwide implementation of media literacy training sessions on internet safety. *Communications*, (), 000010151520210049. <https://doi.org/10.1515/commun-2021-0049>
- Wagener, G. L., Berning, M., Costa, A., Steffgen, G., & Melzer, A. (2021). Effects of emotional music on facial emotion recognition in children with Autism Spectrum Disorder (ASD). *Journal of Autism and Developmental Disorders*, 51, 3256–3265. [doi:10.1007/s10803-020-04781-0](https://doi.org/10.1007/s10803-020-04781-0)
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- 2020 Holl, E., Bernard, S., & Melzer, A. (2020). Understanding moral decision-making in video games: A focus group study. *Human Behavior and Emerging Technologies*, 2020, 1-10. [doi:10.1002/hbe2.189](https://doi.org/10.1002/hbe2.189)
- 2019 Deleuze, J., Maurage, P., Schimmenti, A., Nuyens, F., Melzer, A., & Billieux, J. (2019). Escaping reality through video games: Positive implicit attitudes for virtual worlds among gamers. *Journal of Addictive Disorders*, 245, 1024-1031. [doi:10.1016/j.jad.2018.11.078](https://doi.org/10.1016/j.jad.2018.11.078)
- 2018 King, D. L. & Gaming Industry Response Consortium, including Melzer, A. (2018). Comment on the global gaming industry's statement on ICD-11 gaming disorder: A corporate strategy to disregard harm and deflect social responsibility? *Addiction*, 113(11), 2145-2146. [DOI:10.1111/add.14388](https://doi.org/10.1111/add.14388)
- 2016 Happ, C., Melzer, A., & Steffgen, G. (2016). Trick with treat. Reciprocity increases the willingness to communicate personal data. *Computers in Human Behavior*, 61, 372-377. <http://dx.doi.org/10.106/j.chb.2016.03.026>
- 2015 Happ, C., Melzer, A., & Steffgen, G. (2015). Like the good or bad guy – The role of empathy in prosocial and violent video games. *Psychology of Popular Media Culture*, 4(2), 80-96. [doi:10.1037/ppm0000021](https://doi.org/10.1037/ppm0000021)
- Schaan, V. & Melzer, A. (2015). Parental mediation of children's television and video game use: Active and embedded in family processes. *Journal of Children and Media*, 9(1), 58-76. [DOI: 10.1080/17482798.2015.997108](https://doi.org/10.1080/17482798.2015.997108)
- 2013 Happ, C., Melzer, A., & Steffgen, G. (2013). Superman vs. BAD man? – The effects of empathy and game character in violent video games. *Cyberpsychology, Behavior, and Social Networking*, 16(10), 774-778. [doi:10.1089/cyber.2012.0695](https://doi.org/10.1089/cyber.2012.0695)
- Whitaker, J. L., Melzer, A., Steffgen, G., & Bushman, B. J. (2013). The allure of the forbidden: Breaking taboos, frustration, and attraction to violent video games. *Psychological Science*, 24(4), 507-513. [doi: 10.1177/0956797612457397](https://doi.org/10.1177/0956797612457397)
- 2012 Gollwitzer, M. & Melzer, A. (2012). Macbeth and the joystick: Evidence for moral cleansing after playing a violent video game. *Journal of Experimental Social Psychology*, 48, 1356-1360, [doi:10.1016/j.jesp.2012.07.001](https://doi.org/10.1016/j.jesp.2012.07.001)
- 2011 Steffgen, G., König, A., Pfetsch, J. & Melzer, A. (2011). Are cyber bullies less empathic? Adolescents' cyber bullying behavior and empathic responsiveness. *Cyberpsychology, Behavior, and Social Networking*, 14(11), 643-648. [doi:10.1089/cyber.2010.0445](https://doi.org/10.1089/cyber.2010.0445)
- 2009 Steffgen, G., König, A., Pfetsch, J. & Melzer, A. (2009). The role of empathy for adolescents' cyberbullying behaviour. *Kwartalnik Pedagogiczny*, 214(4), 183-198.
- Melzer, A., Hadley, L., Glasemann, M., Günther, S., Winkler, T. & Herczeg, M. (2009). Iterative design of mobile learning systems for school projects. *Technology, Instruction, Cognition and Learning*, 6(4), 235-251.
- 2006 Melzer, A., Hadley, L., Glasemann, M. & Herczeg, M. (2006). Using the Moles and Mini Moles software system to bridge the gap between indoor and outdoor learning experiences. *IADIS International Journal on WWW/Internet*, 4(2), 46-58.
- 2006 Hupbach, A., Melzer, A. & Hardt, O. (2006). The mere exposure effect is sensitive to color information: Evidence for color effects in a perceptual implicit memory test. *Experimental Psychology*, 53(3), 233-245.
- 1998 Wippich, W., Melzer, A. & Mecklenbräuker, S. (1998). Picture or word superiority effects in implicit memory: levels of processing, attention and retrieval constraints. *Swiss Journal of Psychology*, 51, 33-46.
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## Peer-reviewed Proceedings

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- 2022 Holl, E., Sischka, P., & Melzer, A. (2022, May 26-30). *Development and validation of the Motivation to Play Scale (MOPS)* [Poster presentation]. 72<sup>nd</sup> Annual conference of the International Communication Association (ICA), Paris, France.
- Holl, E., Wagener, G. L., & Melzer, A. (2022, July 18-22). *Cracking under pressure? Investigating gender-related stereotype threat and gaming performance* [Conference presentation]. 2022 World Meeting of the International Society for Research on Aggression (ISRA), Ottawa, Canada.
- Melzer, A. (2022, June 5-9). *Gender role beliefs and the problem of identifying violence in Intimate Partner Violence* [Conference presentation]. 17<sup>th</sup> International Symposium of the World Society of Victimology, San Sebastian/Donostia, Spain.
- Wagener, G. L., & Melzer, A. (2022, July 18-22). *The hormones of "dark" personalities: Dark Tetrad and violent gaming effects on aggression, cortisol and testosterone levels.* [Conference presentation]. 2022 World Meeting of the International Society for Research on Aggression (ISRA), Ottawa, Canada.
- 2021 Grohmann, L., Holl, E., & Melzer, A. (2021, September 8-10). *Moral judgment in video games: Effects of medium, moral intuitions and media-based empathy* [Conference presentation]. 12<sup>th</sup> Media Psychology conference of the DGPs, Aachen, Germany.
- Holl, E., & Melzer, A. (2021, September 8-10). *To kill or not to kill - Behavioral, physiological and personality markers of moral decision-making in video games* [Conference presentation]. 12<sup>th</sup> Media Psychology conference of the DGPs, Aachen, Germany.
- Holl, E., & Melzer, A. (2021, November 2-5). *Kill or spare – Moral decision-making in video games* [Conference presentation]. 20<sup>th</sup> International Conference on Entertainment Computing ICEC), Coimbra, Portugal.
- Holl, E., Wagener, G. L., & Melzer, A. (2021, May 27-31). *Motivation to Play Scale (MOPS): Measuring gaming motivation with a comprehensive instrument* [Conference presentation]. 71<sup>st</sup> Annual conference of the International Communication Association (ICA), Denver, CO.
- Melzer, A., & Holl, E. (2021, September 8-10). *An integrative model of moral processing for the video game medium* [Conference presentation]. 12<sup>th</sup> Media Psychology conference of the DGPs, Aachen, Germany, September 8-10, 2021.
- Wagener, G. L., Felten, A., & Melzer, A. (2021, May). *The hormones of Dark Souls: The Dark Tetrad and violent gaming effects on aggression, cortisol and testosterone levels* [Conference presentation]. 71<sup>st</sup> Annual conference of the International Communication Association (ICA), Denver, CO.
- 2020 Hale, M.-L., Ses, O., & Melzer, A. (2020, February 27-29). *#InstaGratifications. A cross-cultural comparison of social media uses, perceptions and stereotypes between Luxembourg and Turkey* [Poster presentation]. 2020 SPSP Convention, New Orleans.
- Holl, E., Bernard, S., & Melzer, A. (2020, May 21-25). *Understanding moral decision-making in video games: A focus group study* [Conference presentation]. 70<sup>th</sup> Annual conference of the International Communication Association (ICA), Gold Coast, Australia.
- 2019 Holl, E., Wagener, G. L., & Melzer, A. (2019, May 24-28). *Who's afraid of Donkey Kong? Testing the Stereotype Threat effect in video gaming* [Poster presentation]. Paper presented at the 69<sup>th</sup> Annual conference of the International Communication Association (ICA), Washington, DC.
- Kimmel, M., Randall, A.K., Melzer, A., & Langlais, M. (2019, July 18-21). *Associations between internal stress and social media use in romantic relationships: Mediating effects of negative emotion* [Conference presentation]. Mini IARR Conference on Applied Relationships in Brighton, United Kingdom.
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- Melzer, A. (2019, November 7-8). *"Dark" personality traits, moral disengagement, and violent video game preferences* [Conference presentation]. 24<sup>th</sup> Workshop Aggression, Stavanger, Norway.
- 2018 Melzer, A. & Engelberg, E. (2018, May 24-28). *Dark Souls like "Dark Souls": Personality characteristics and preference for violent video games* [Conference presentation]. Paper presented at the 68<sup>th</sup> Annual conference of the International Communication Association (ICA), Prague, Czech Republic.
- Melzer, A. & Wagener, G. L. (2018, May 24-28). *How to threaten male gamers: The effects of stereotype threat on video game performance* [Poster presentation]. 68<sup>th</sup> Annual conference of the International Communication Association (ICA), Prague, Czech Republic.
- 2017 Fernandez de Henestrosa, M. & Melzer, A. (2017, June 25-29). *The effects of sexualized violence in video games on Rape Myth Acceptance* [Conference presentation]. 67<sup>th</sup> Annual conference of the International Communication Association (ICA), San Diego, CA.
- 2016 Happ, C., Melzer, A., & Steffgen, G. (2016, June 9-13). *Trading password for chocolate? Reciprocity increases the willingness to communicate personal data* [Conference presentation]. 66<sup>th</sup> Annual conference of the International Communication Association (ICA), Fukuoka, Japan.
- Melzer, A. & Engelberg, E. (2016, June 9-13). *Game character appeal in the eye of the beholder: The role of gendered perceptions* [Conference presentation]. 66<sup>th</sup> Annual conference of the International Communication Association (ICA), Fukuoka, Japan.
- 2015 Engelberg, E. & Melzer, A. (2015, May 21-25). *Gendered self-concept: What does it reveal about people's preference for violent video games?* [Conference presentation]. 65<sup>th</sup> Annual conference of the International Communication Association (ICA), Puerto Rico.
- Melzer, A. (2015, May). *Do moral concerns predict moral memory after playing violent video games?* [Poster presentation]. 65<sup>th</sup> Annual conference of the International Communication Association (ICA), Puerto Rico.
- 2014 Melzer, A., Happ, C., & Steffgen, G. (2014, May 22-26). *Moral disengagement as a predictor of violent video game preference* [Conference presentation]. 64<sup>th</sup> Annual conference of the International Communication Association (ICA), Seattle, WS..
- Schaan, V. & Melzer, A. (2014, May 22-26). *Parental mediation of children's television and video game use: Active and embedded in family processes* [Conference presentation]. Presentation at the 64<sup>th</sup> Conference of the International Communication Association (ICA), Seattle, WS.
- 2013 Melzer, A. & Gollwitzer, M. (2013, June 17-21). *Macbeth and the media: Effects of violent media on perceived moral purity and self-regulatory behavior* [Conference presentation]. 63<sup>rd</sup> Annual conference of the International Communication Association (ICA), London, UK.
- 2011 Happ, C., Melzer, A., & Steffgen, G. (2011, October 5-8). *Bringing empathy into play: On the effects of empathy on violent and nonviolent video games* [Conference presentation]. 10<sup>th</sup> International Conference on Entertainment Computing (ICEC), Vancouver, CA.
- 2010 Melzer, A., Derks, I., Heydekorn, J. & Steffgen, G. (2010, September 8-11). *Click or strike: Realistic versus standard game controls in violent video games and their effects on aggression* [Conference presentation]. 9<sup>th</sup> International Conference on Entertainment Computing (ICEC), Seoul, Korea.
- Melzer, A., Kindsmüller, M. C. & Herczeg, M. (2010, September 16-17). *Audioworld: A spatial audio tool for acoustic and cognitive learning* [Conference presentation]. Haptic and Audio Interaction Design - 5<sup>th</sup> International Workshop, HAID 2010, Copenhagen, Denmark.
- Steffgen, G., Pfetsch, J., König, A. & Melzer, A. (2010, August 18-22). *Effects of traditional bullying and empathy on cyberbullying* [Conference presentation]. XIV European Conference on Developmental Psychology ECDP, Vilnius, Lithuania.
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- 2009 Melzer, A. (2009, September 9-11). *Click or strike: Realistic versus standard game controls in violent tcomputer games and their effects on aggression* [Conference presentation]. 6th conference of the Media Psychology Division of the German Psychological Society, Duisburg, Germany.
- Melzer, A. (2009, September 2-4). *Klicken oder zuschlagen: Welche Rolle spielt eine realitätsnahe Spielsteuerung in einem gewalthaltigen Computerspiel für die Aggressionsbereitschaft?* [Conference presentation]. 12. Tagung der Fachgruppe Sozialpsychologie, Luxemburg.
- 2008 Melzer, A., Bushman, B. J. & Hofmann, U. G. (2008, September 25-27). *When items become victims: Brand memory in violent and nonviolent games* [Conference presentation]. Presentation at the 7<sup>th</sup> International Conference on Entertainment Computing (ICEC), Pittsburgh, PA.
- 2007 Melzer, A., Hadley, L., Glasemann, M., Werner S., Winkler, T. & Herczeg, M. (2007, December 7-9). *Using iterative design and development for mobile learning systems in school projects* [Conference presentation]. IADIS International Conference Cognition and Exploratory Learning in Digital Age 2007, Algarve, Portugal.
- 2006 Melzer, A., Herczeg, M. & Jeskulke, O. (2006, September 20-22). *Interaction and participation in radio plays: a novel approach to an old medium* [Conference presentation]. 6<sup>th</sup> International Conference on Entertainment Computing (ICEC), Cambridge, UK.
- Melzer, A., Hadley, L., Glasemann, M. & Herczeg, M. (2006, June 14-16). *The Moles and Mini Moles software system: Ariadne's thread between indoor and outdoor learning experiences* [Conference presentation]. IADIS International Conference on Mobile Learning, Dublin, Ireland.
- Melzer, A., Jeskulke, O. & Herczeg, M. (2006, September 3-6). *Hören und Handeln: Die interaktive Hörspielumgebung TAPE-Player* [Conference presentation]. Mensch und Computer 2006: Mensch & Computer im Strukturwandel, Gelsenkirchen, Germany.
- 2005 Melzer, A., Hadley, L., Winkler, T. & Herczeg, M. (2005, December 14-16). *Developing, implementing, and testing mixed reality and high interaction media applications in schools* [Conference presentation]. IADIS International Conference Cognition and Exploratory Learning in Digital Age 2005, Porto, Portugal.
- Melzer, A., Hadley, L. & Herczeg, M. (2005, June 27-July 2). *Evaluation of a mixed-reality and high interaction media project in the classroom: strategies and methods* [Conference presentation]. World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA), Montréal, Canada.
- Hoffmann, P., Nothdurft, T., Melzer, A. & Herczeg, M. (2005, June 27-July 2). *Live anaglyphic camera recordings: a software system for real-time recording of stereoscopic image-sequences and videos* [Conference presentation]. World Conference on Educational Multimedia, Hypermedia & Telecommunications (ED-MEDIA), Montréal, Canada.
- Winkler, T., Arend, S., Hadley, L., Melzer, A. & Herczeg, M. (2005). *Bubble Caster – a mixed reality children application for interactive shadow play*. *Proceedings of IDC 2005, Boulder, Colorado, USA*. CD-Rom.
- 2004 Melzer, A., Hasse, S., Jeskulke, O., Schön, I. & Herczeg, M. (2004, September 1-3). *The interactive and multi-protagonist film: A hypermovie on DVD* [Conference presentation]. 4<sup>th</sup> International Conference on Entertainment Computing (ICEC), Eindhoven, the Netherlands.
- Jeskulke, O., Hasse, S., Melzer, A., Schön, I. & Herczeg, M. (2004, September 5-8). *Der interaktive Perspektivenfilm als Hyperfilm auf Video-DVD* [Conference presentation]. Mensch und Computer 2004: Allgegenwärtige Interaktion, Paderborn, Germany.
- 2000 Melzer, A. & Wippich, W. (2000, June 29-July 2). *Effects of color in implicit memory* [Conference presentation]. 4<sup>th</sup> Meeting of the Association for the Scientific Study of Consciousness - The Unity of Consciousness: Binding, Integration, and Dissociation (ASSC4), Brussels, Belgium.
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## Research Reports

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- 2019 Melzer, A., Hale, M.-L., Hall, M. (2019). #LËTZSTEREOTYPE18. *Geschlechterbezogene Rollen und Geschlechterstereotype bei Jugendlichen und jungen Erwachsenen in Luxemburg. Abschlussbericht*. Research report. Luxembourg: University of Luxembourg, INSIDE.
- 2012 Happ, C., Melzer, A., Volkert, L. R. & Steffgen, G. (2012). *IT Security. An empirical study on the willingness of people to communicate personal data*. Research report. Luxembourg: Université du Luxembourg, INSIDE. <https://www.bee-secure.lu/sites/default/files/beesecure-uniLU-Eastereggs%20Report.pdf>
- Melzer, A. & Ly, T. T. (2012). *Implicit does it better! Implicit and explicit measures in Advertising Effect Research*. Survey of the literature. Luxembourg: Université du Luxembourg, INSIDE. <http://hdl.handle.net/10993/16255>
- 2011 Melzer, A. & Ly, T. T. (2011). *Implicit does it better! Implizite und explizite Maße der Werbewirkungsmessung*. Literaturübersicht. Luxembourg: Université du Luxembourg, INSIDE. <http://hdl.handle.net/10993/16257>
- Melzer, A. & Donoso, V. (2011). ZAP. In V. Donoso (Ed.), *Results of the Second Assessment of the Implementation of the Safer Social Networking Principles for the EU: Individual Reports of Testing of 14 Social Networking Sites* (pp. 98-104), European Commission, Safer Internet Programme, Luxembourg.
- 2010 Melzer, A. (2010). ZAP. In B. Lobe & E. Stakrsud (Eds.), *Evaluation of the Implementation of the Safer Social Networking Principles for the EU Part II: Testing of 20 Providers of Social Networking Services in Europe* (pp. 120-123), European Commission, Safer Internet Programme, Luxembourg.
- Happ, C., Melzer, A. & Steffgen, G. (2010). *Media, violence and prevention: A literature survey*. Report of the PREVAMI project. Luxembourg: Université du Luxembourg, INSIDE / AASC.
- 2008 Steffgen, G. & Melzer, A. (2008). *IT Security. An empirical study on the willingness of people to communicate personal data*. Condensed research report (also available in French and German). Luxembourg: Université du Luxembourg, INSIDE / AASC.
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